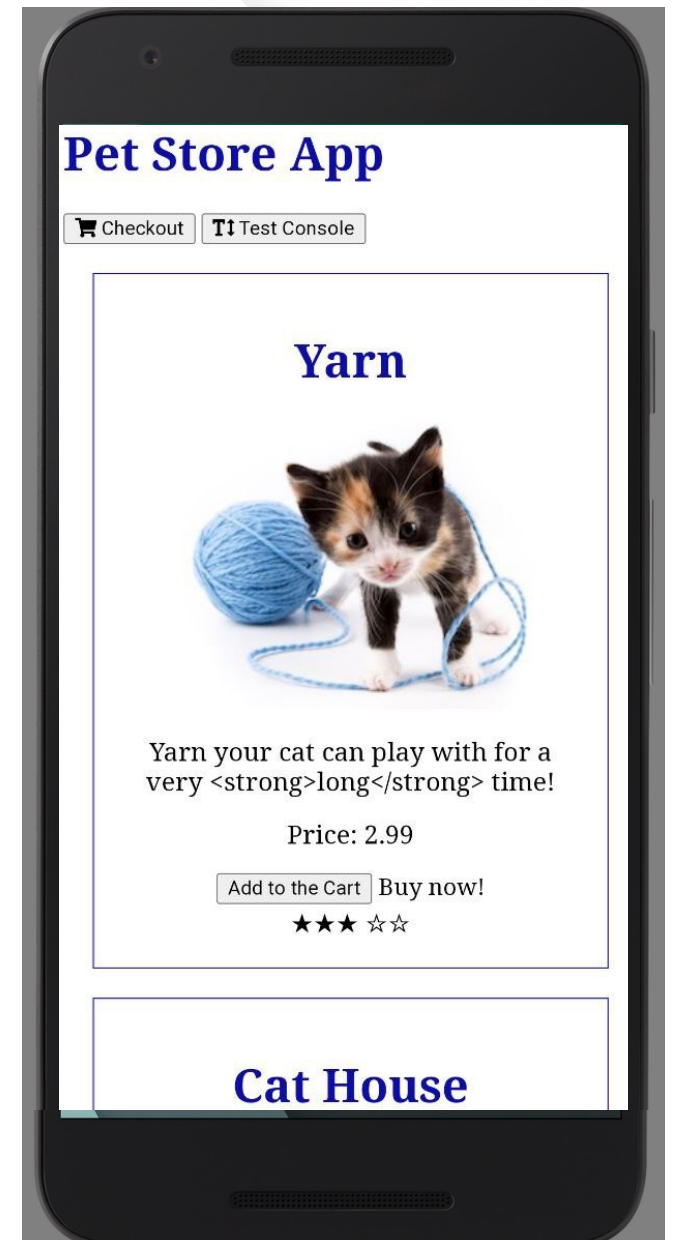


Progressive Web Apps (PWA)



Outline and Learning Objectives

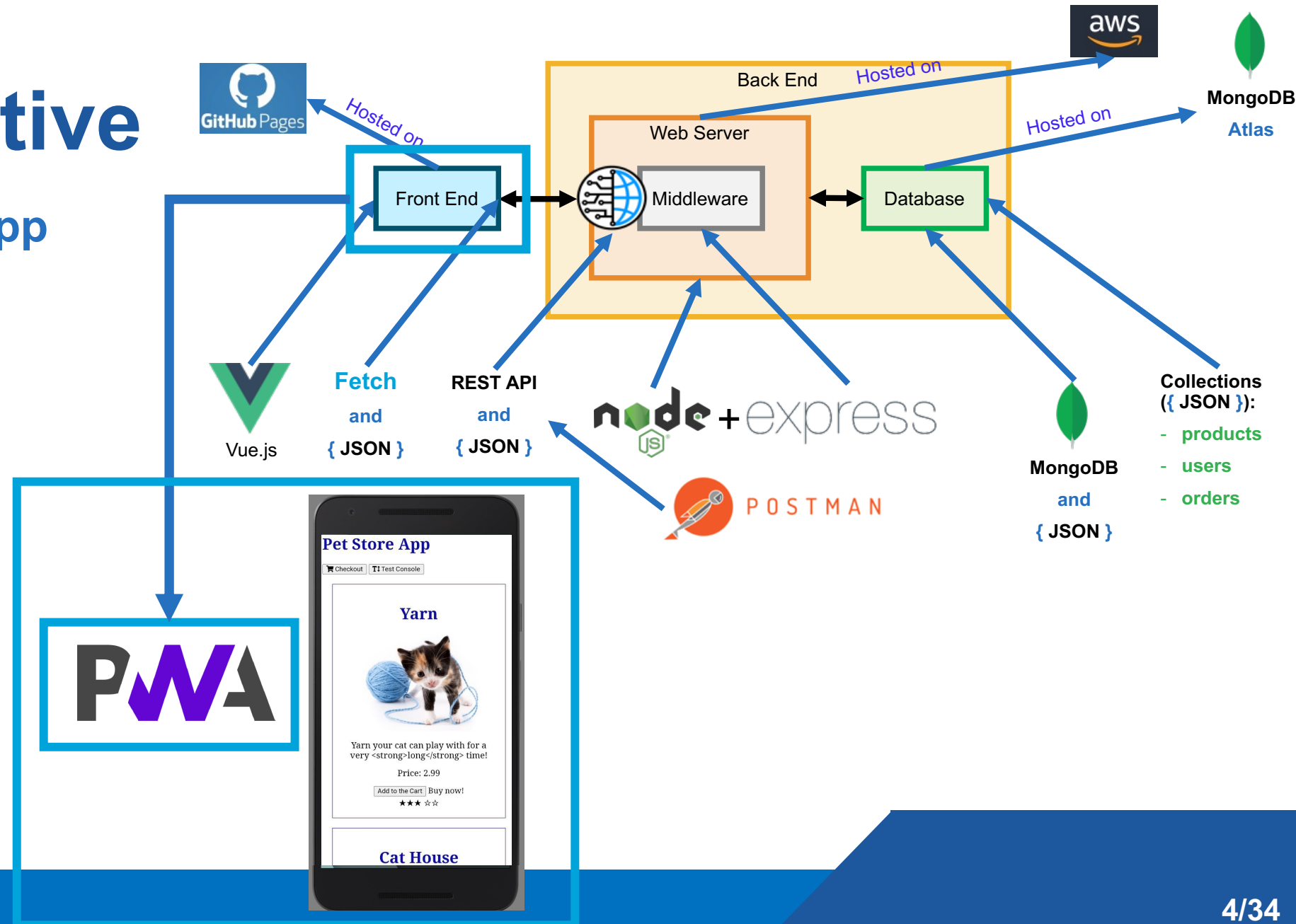
- **Progressive Web Apps (PWA):**
 - to understand the basics on PWA
 - to understand the basics on how to turn a Web App into a PWA
 - to understand the basics on creating and using Service Workers for PWA
 - to understand the basics on Static Caching with Service Workers and PWA
 - to understand the basics on Dynamic Caching with Service Workers and PWA
 - to understand the basics on how to test and use the PWA online and offline, locally, on a computer and on a mobile device
 - to understand the basics on potential problems with PWA and HTTPS
- **Suggestions for Reading**

Progressive Web Apps (PWA): Intro

Our Objective

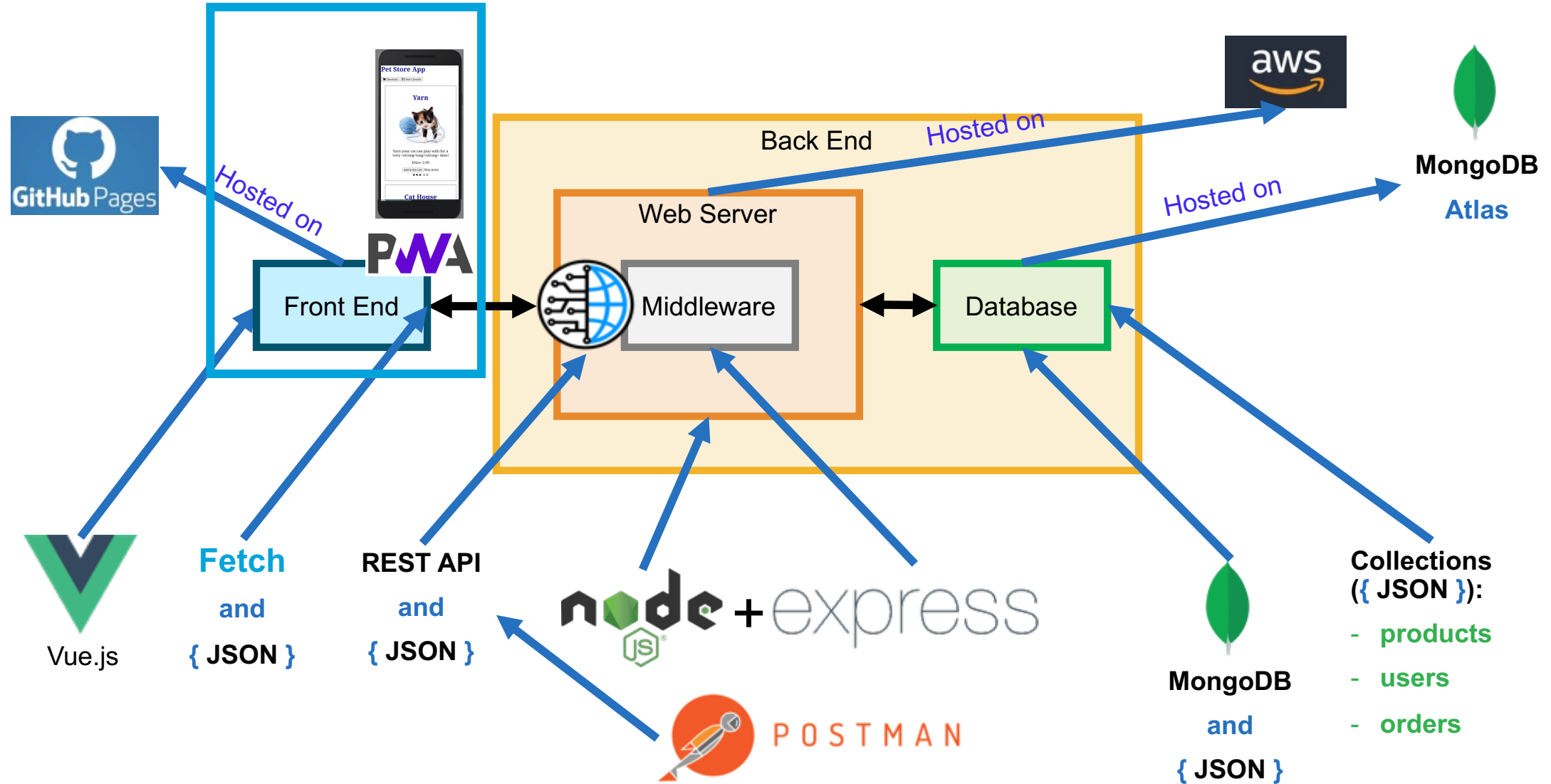


To turn our **Web App** into a **Mobile App**



The Big Picture and PWA

We will cover in this section: PWA



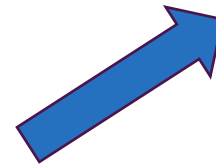
What are Progressive Web Apps (PWA)?

- **Modern Web APIs + progressive enhancement = cross-platform apps**
- **Work everywhere:** desktop, tablet, and phone
- (Almost) the **same user experience and advantages** as **native apps**



Have both web and native app features

- **As a web app:**
 - **easier and faster to visit a website** than installing an application;
 - you can **share web apps via a link**.
- **As a native app:**
 - can **install it locally**;
 - use **home screen icons** to access the app;
 - works **offline**.



PWA

Additional Features

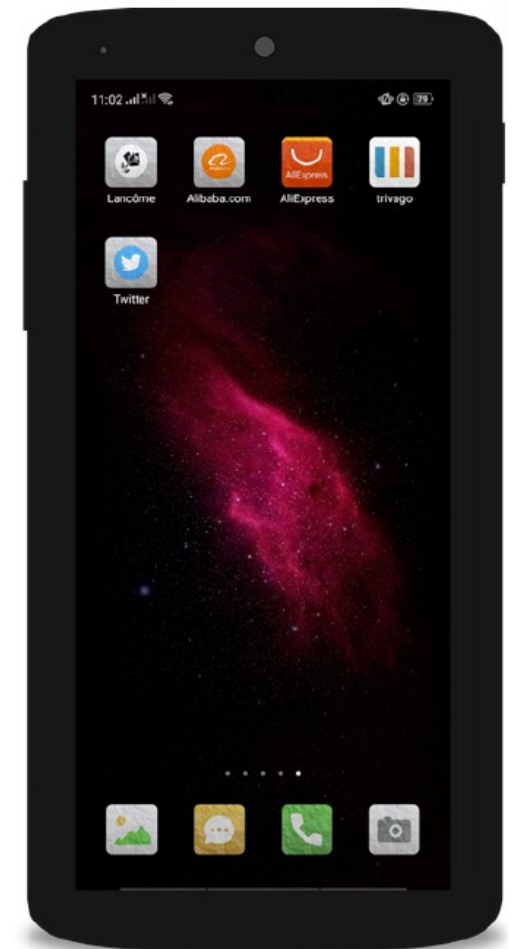
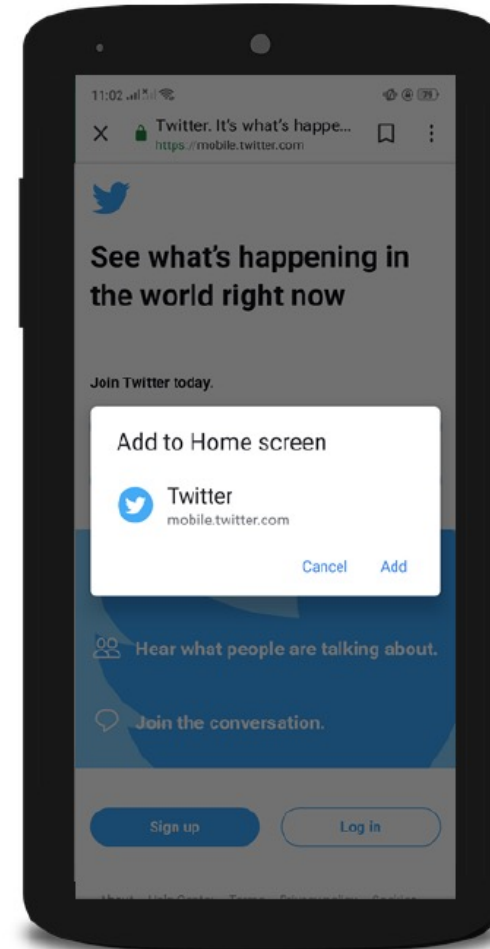
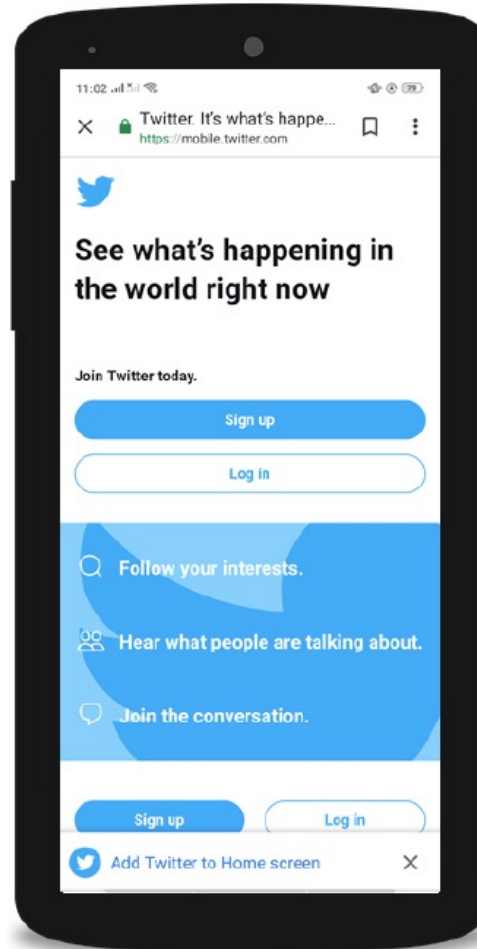
- **Discoverable**, can be found through **search engines**;
- **Progressive**, still **usable on older browsers**, and **fully-functional on the latest ones**;
- **Responsive**, **usable on any device** with a **browser** - phones, tablets, laptops, TVs, fridges, etc.;
- **Secure**, connection between your device and app server is secured against any third parties trying to get access to your sensitive data.



HTTPS

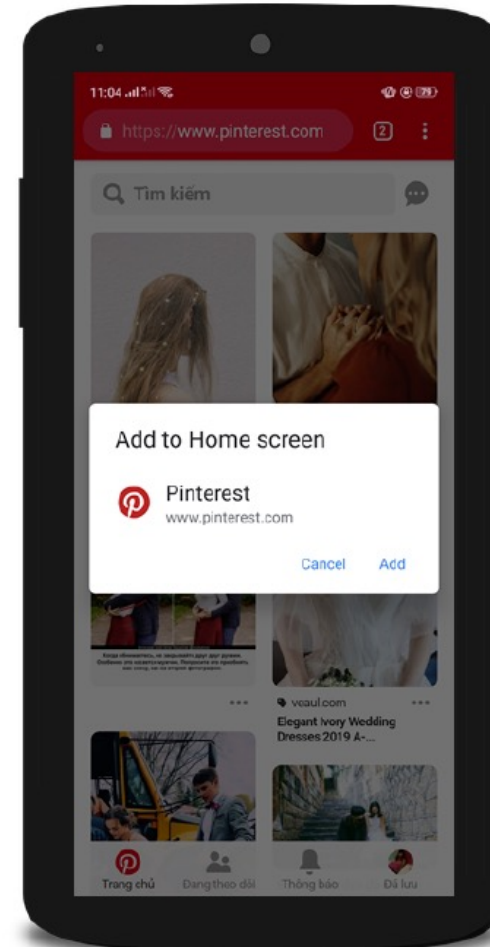
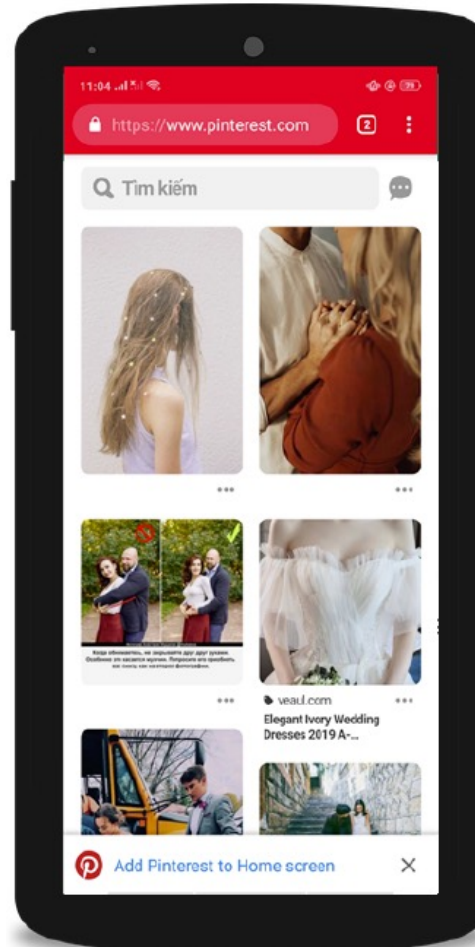
Twitter Lite

- **Reachable:** via **search engines**
- **Shareable:** via a **link**
- **Installable:** via the **web page**
- **Available:** via a **home screen app icon**
- **Runnable:** both **online** and **offline** (offline for all or **most of the aspects**, depending on the **specific App**)



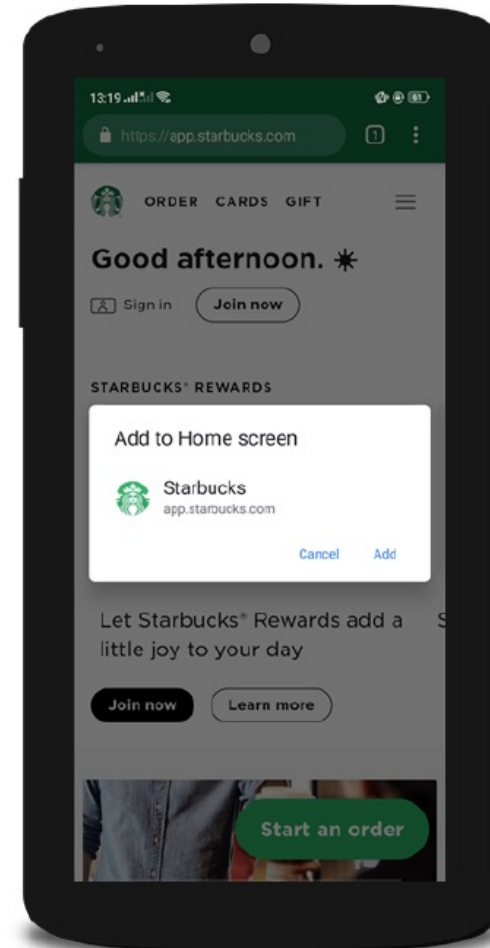
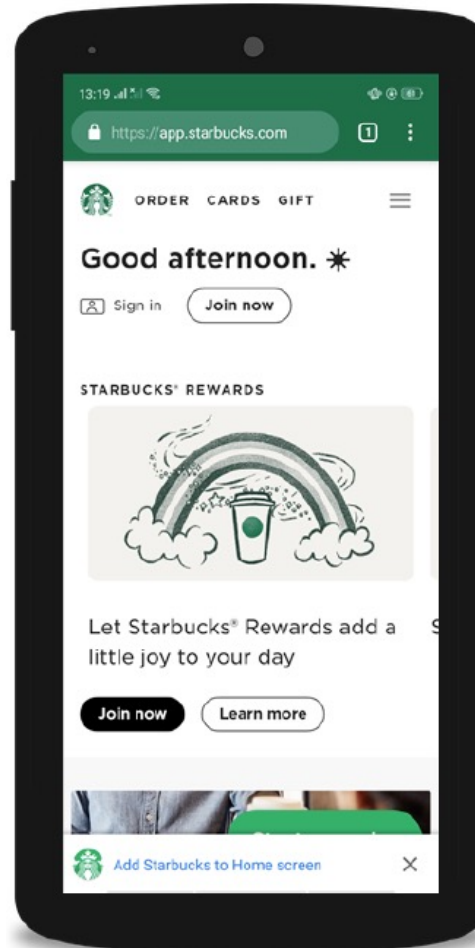
Pinterest

- **Reachable:** via **search engines**
- **Shareable:** via a **link**
- **Installable:** via the **web page**
- **Available:** via a **home screen app icon**
- **Runnable:** both **online** and **offline** (offline for all or **most of the aspects**, depending on the **specific App**)



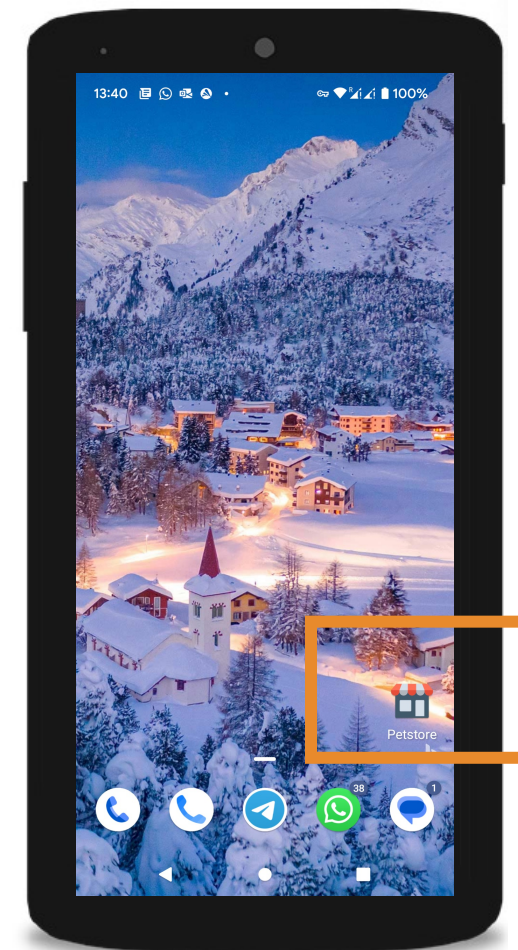
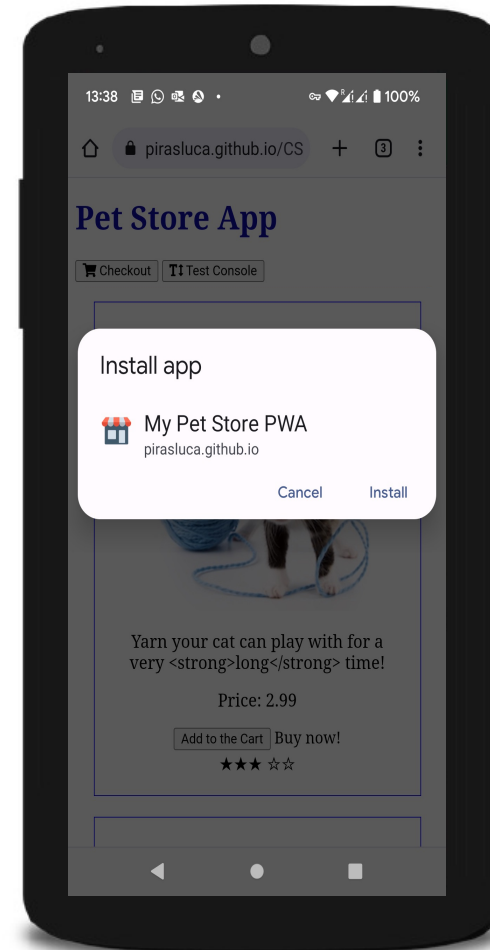
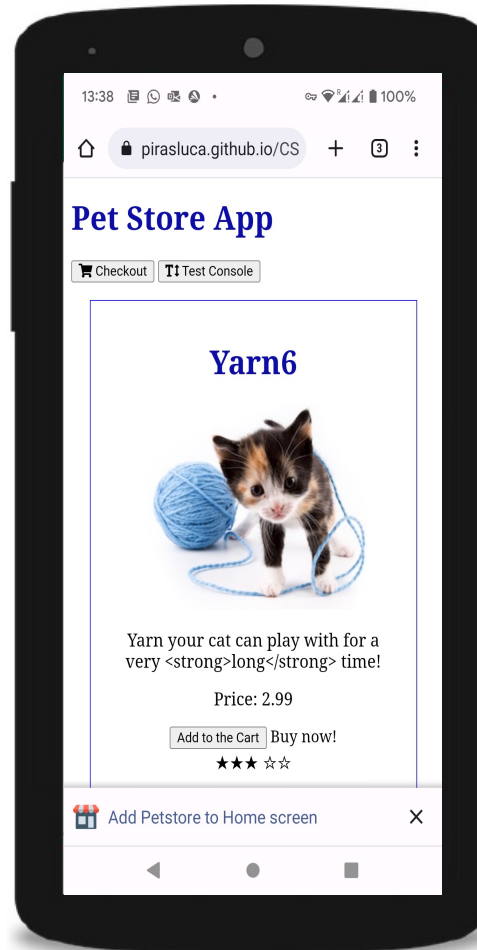
Starbucks

- **Reachable:** via **search engines**
- **Shareable:** via a **link**
- **Installable:** via the **web page**
- **Available:** via a **home screen app icon**
- **Runnable:** both **online** and **offline** (offline for all or **most of the aspects**, depending on the **specific App**)



Our App

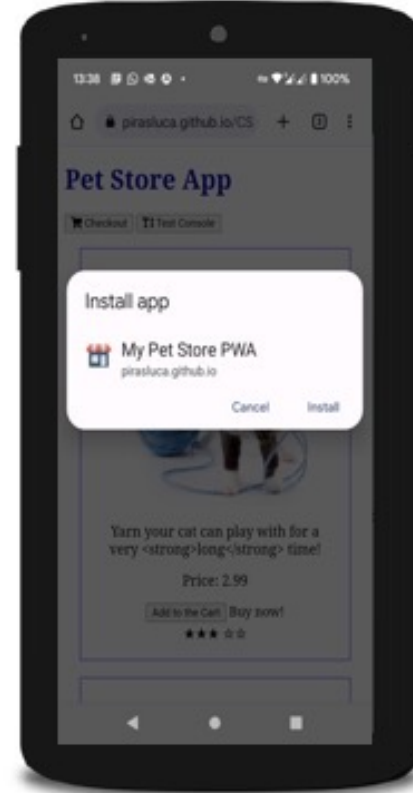
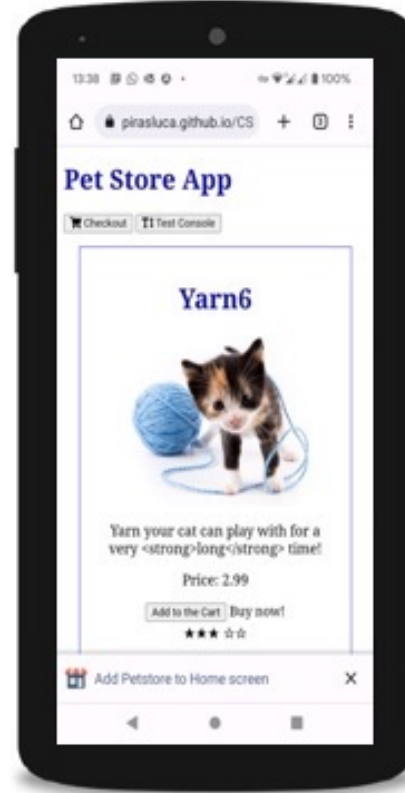
- **Reachable:** via **search engines**
- **Shareable:** via a **link**
- **Installable:** via the **web page**
- **Available:** via a **home screen app icon**
- **Runnable:** both **online** and **offline** (offline for all or **most of the aspects**, depending on the **specific App**)



Our Approach

Our Approach

- We will continue with the “**Pet Store**” example from **CW1**:
 - start with **loading the data locally from a .js file** (then also remotely from the **Back End**)
- Turn it into a **PWA**:
 - can install locally
 - add a shortcut to the home screen
 - work offline
- We can **test on computers, emulators, phones**, but also on other devices:
 - The **demonstration** will be on **computers** and **emulators** (not easy to share the phone screen)



0 Checkout

Yarn



Yarn your cat can play with for a very long time!

Price: 2.99

Available stock: 7

[Add to cart](#) [Buy now!](#)

★★★☆☆

Cat House



A place for your cat to play!

Price: 7.99

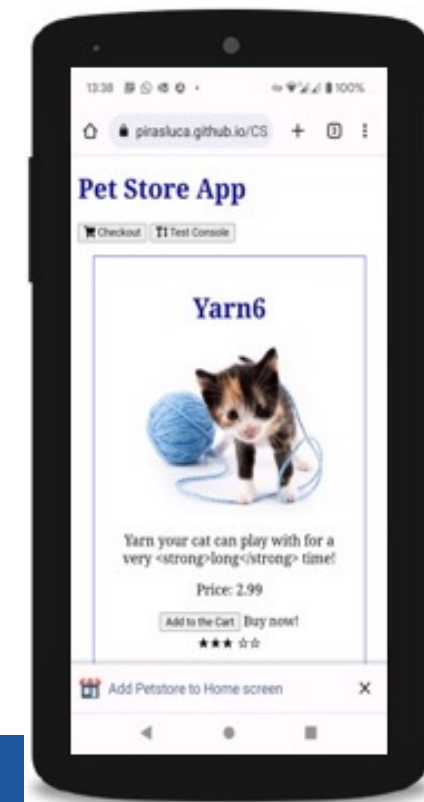
Available stock: 11

[Add to cart](#) [Buy now!](#)

★★★★★

From Web App to Progressive Web App (PWA)

PWA



How to make PWAs Installable?

Requirements for an Installable PWA:

- **[Web Manifest]** a web manifest file, with the correct fields
- **[HTTPS]** the website needs to be on a **server with HTTPS connection**
 - we will use **GitHub Pages**, which provide HTTPS connection
- **[App Icon]** an icon (image file) to represent the app on the device
- **[Service Worker]** a registered service worker, to make the app work offline
 - requires some coding

PWA: The Web Manifest File

Week15 / Tutorial / CST3

> css

> images

📁 .gitignore

<> index.html

{ } petstore.webmanifest

JS products-only4.js

JS products.js

📄 README.md

JS service-worker.js

The Web Manifest File:

- needs to be **linked in the <head> section** of the html file
- lists all the **information** about the PWA in a **JSON** format;
- usually resides in the **root folder** of a web app;
- contains **useful information**, such as
 - the app's name,
 - paths to different-sized icons (for example, as the home screen icon),
 - a background colour to use in loading or splash screens;
- has an extension of **.webmanifest**;

```
<link rel="manifest" href="petstore.webmanifest">
```

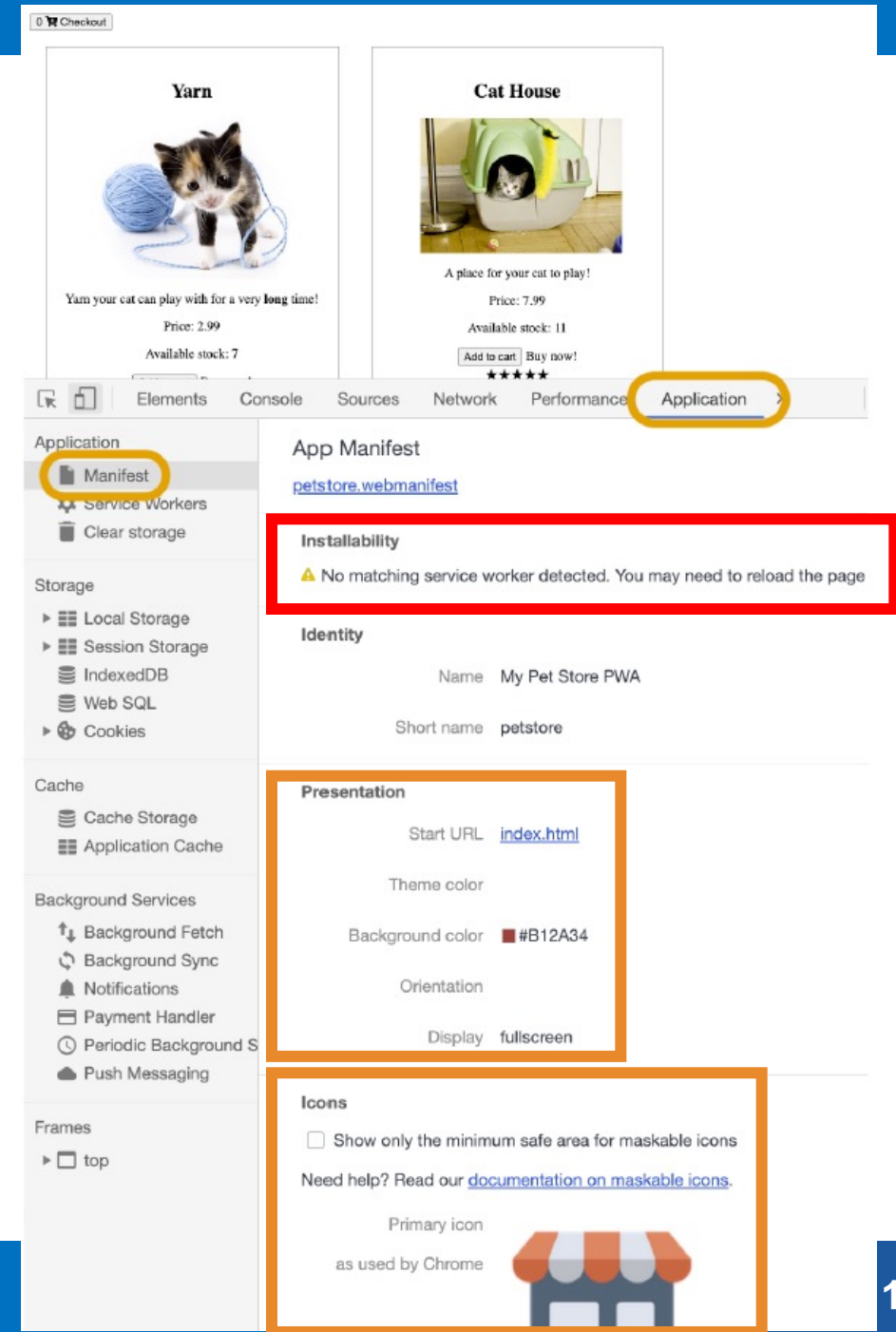
```
{
  "name": "My Pet Store PWA",
  "short_name": "Petstore",
  "description": "My online pet store",
  "icons": [
    {
      "src": "images/icon-32.png",
      "sizes": "32x32",
      "type": "image/png"
    },
    {
      "src": "images/icon-512.png",
      "sizes": "512x512",
      "type": "image/png"
    }
  ],
  "start_url": "index.html",
  "display": "fullscreen",
  "background_color": "#260bca"
}
```


The App in the Browser

Let's check the app in the browser, now that it has:

- **a web manifest file** and it **linked in the head**
- It seems nothing has changed if you open the app in the browser now.
- If you go to the browser **devtools** -> **“Application”** -> **“Manifest”**:
 - you can see **Chrome** recognised the **pestore.webmanifest** file
 - showing values such as **“name”**, **“start URL”**, and **“background colour”**
- However, there is still **an error “Installability”: No matching service worker detected**.

Next Slide



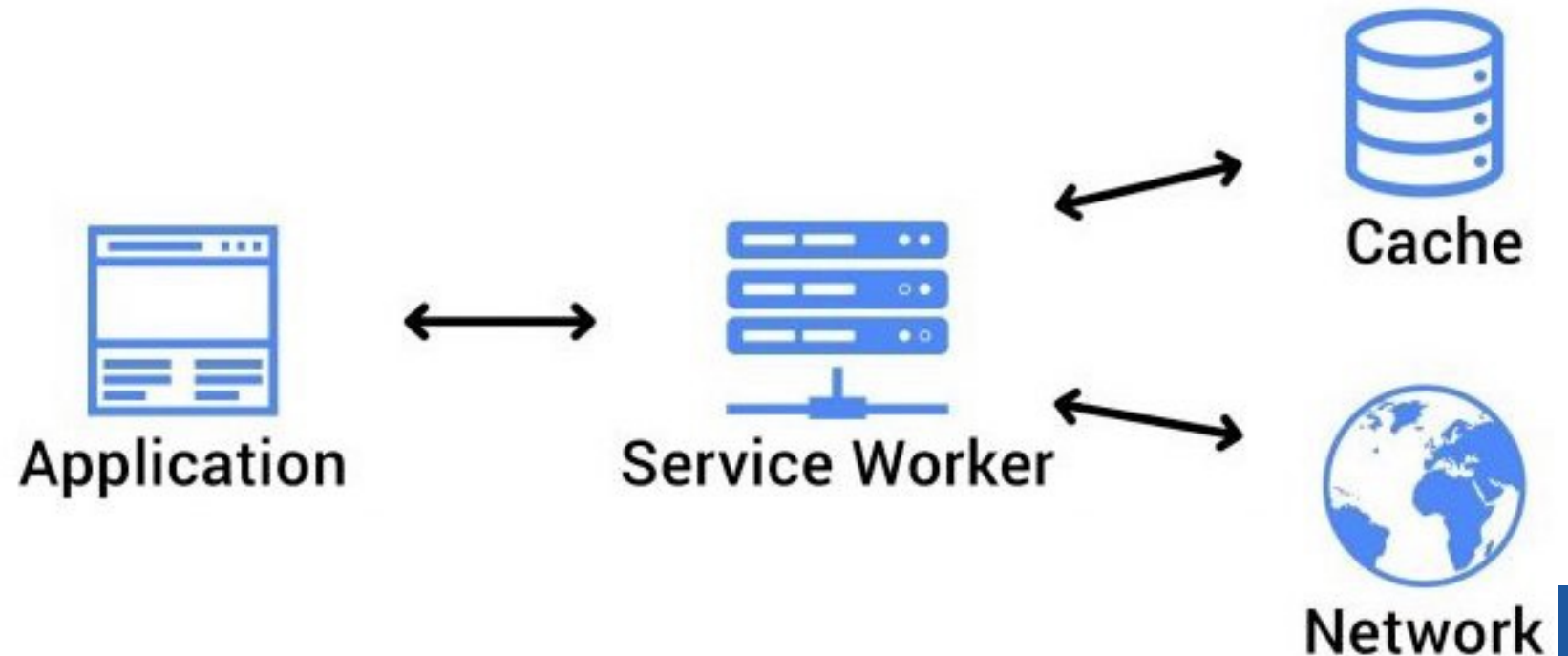
PWA, Service Workers and Static Caching

Service Workers

Service Workers (SW) are a **virtual proxy** between the browser and the network:

- SW can **cache the files of a website** and make them **available when the device is offline**;
- they **run on a separate thread** from the main JavaScript code;
 - do **not have any access to the DOM** structure;
- the **API is non-blocking**;
 - you can **give a Service Worker something to work on**, and receive the result when it is ready using a **Promise-based approach**;
- service Workers can **only be executed in secure contexts**.

HTTPS



Registering a Service Worker

Registering a Service Worker (in the main html file)

- If the **service worker API is supported in the browser**, it is registered using the `navigator.serviceWorker.register()` method.
- **Its content reside in the `service-worker.js` file, and can be executed after the registration is successful.**
- **When registration is complete, the `service-worker.js` file is automatically downloaded, then installed, and finally activated.**
- We can put this code in the “**created**” section of our Vue.js instance, or within a `<script>` tag in the web page

```
created: function() {  
  if ("serviceWorker" in navigator) {  
    navigator.serviceWorker.register("service-worker.js");  
  }  
  ...  
}
```

Caching the Files

Caching the files (in the `service-worker.js` file)

- First, a variable for storing the cache name is created
- then, the files to be cached are listed in an array
- Then we can cache the files in the 'install' event listener
- The `self` here refers to the `window` object in JavaScript (the browser window).
- The service worker does not install until the code inside `waitUntil` is executed (returns a promise)
- The `caches` is a special 'Cache Storage' object for Service Worker to save data
- Here, we open a cache with a given name (`petstore-v1`),
- Then add all the files (listed in `cacheFiles`) to the cache, so they are available next time it loads.

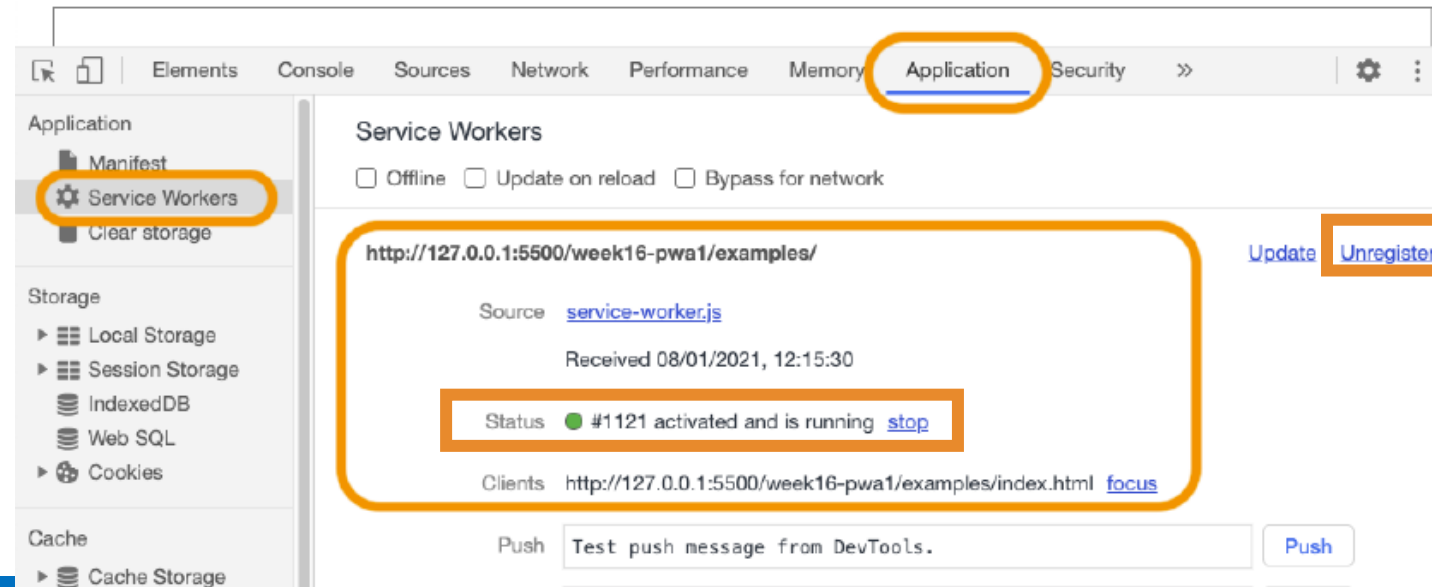
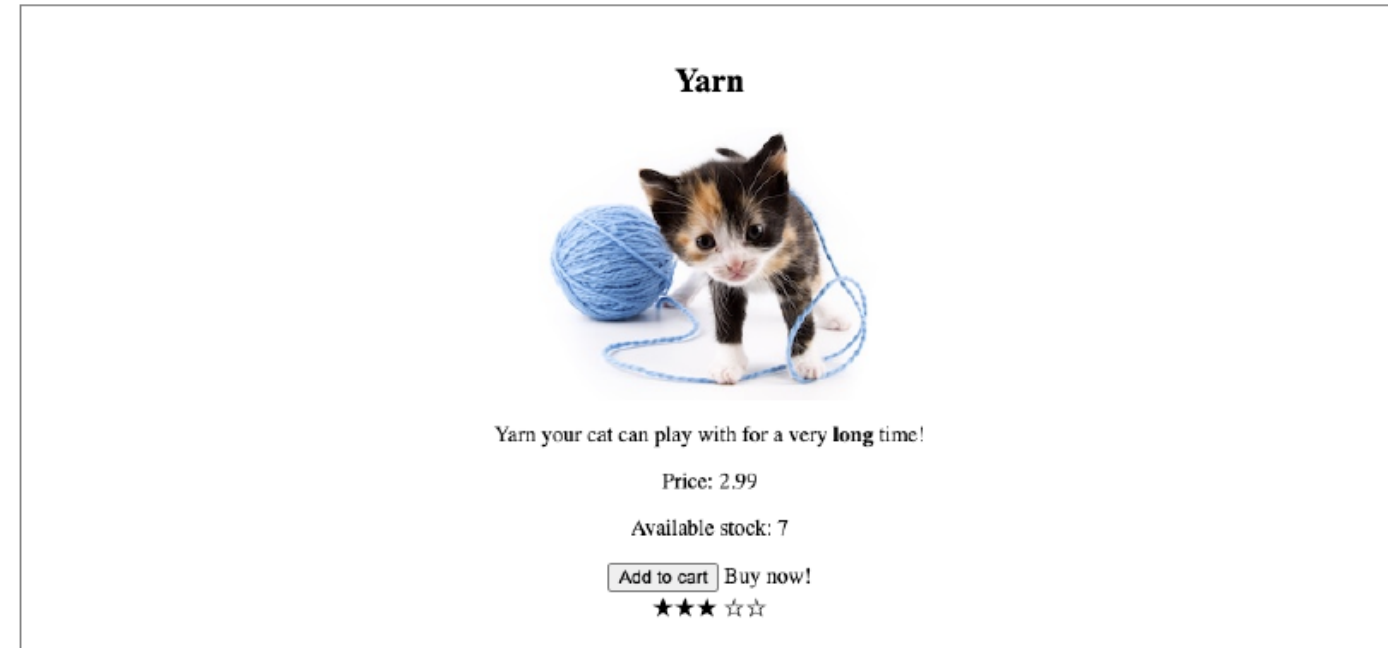
```
var cacheName = "petstore-v1";
var cacheFiles = [
  "index.html",
  // "products.js",
  "images/cat-house.jpg",
  "images/cat-litter.jpg",
  "images/icon-32.png",
  "images/icon-512.png",
  "images/laser-pointer.jpg",
  "images/yarn.jpg"
];

self.addEventListener("install", function(e) {
  console.log("[Service Worker] Install");
  e.waitUntil(
    caches.open(cacheName).then(function(cache) {
      console.log("[Service Worker] Caching files");
      return cache.addAll(cacheFiles);
    })
  );
});
```

Testing the Service Worker

Let's test the ServiceWorker in the browser:

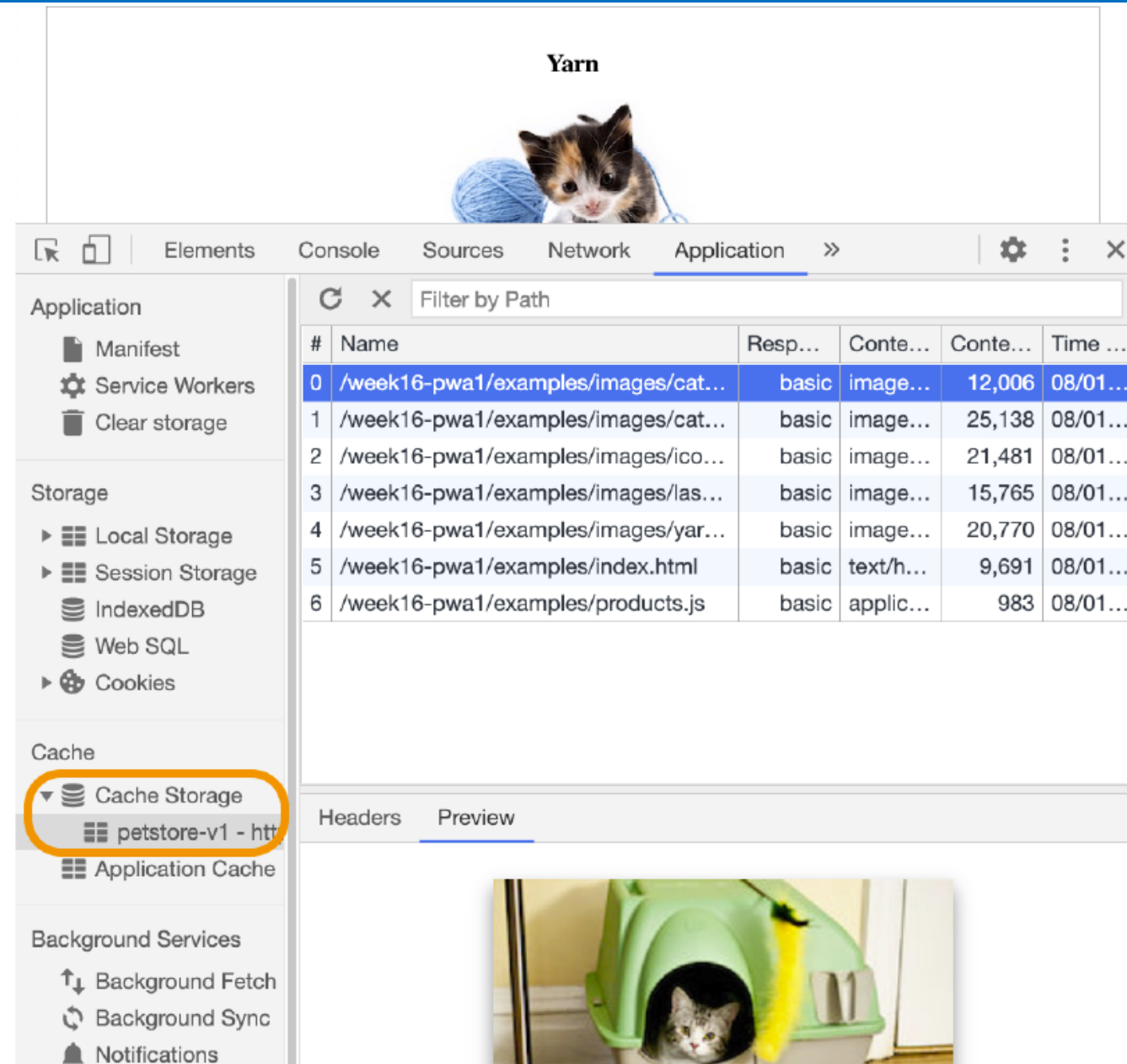
- If you open the app again in the browser, **the page looks the same**
- If you go to **devtools -> Application -> Service Workers**
- It should show that `serviceworker.js` is **activated and running**
- If there is any error, make sure the file names in the list are correct.



The Cached Files

Let's see the file Cached by the the ServiceWorker:

- If you select 'Cache Storage' from the left pane, there should a cache named `petstore-v1`
- Clicking on `petstore-v1` will show the list of files that have been added to the cache in the top right pane
- Clicking on any of the file will show a preview in the bottom right pane



The screenshot shows the Chrome DevTools Application tab. The left sidebar has a 'Cache' section with 'Cache Storage' expanded, showing a cache named 'petstore-v1 - http://localhost:3000/'. The top right pane displays a table of cached files. The bottom right pane shows a preview of a cat sitting in a green litter box.

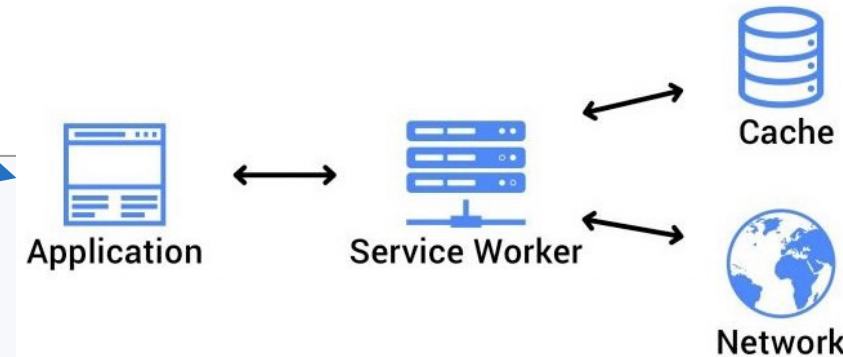
#	Name	Resp...	Conte...	Conte...	Time ...
0	/week16-pwa1/examples/images/cat...	basic	image...	12,006	08/01...
1	/week16-pwa1/examples/images/cat...	basic	image...	25,138	08/01...
2	/week16-pwa1/examples/images/ico...	basic	image...	21,481	08/01...
3	/week16-pwa1/examples/images/las...	basic	image...	15,765	08/01...
4	/week16-pwa1/examples/images/yar...	basic	image...	20,770	08/01...
5	/week16-pwa1/examples/index.html	basic	text/h...	9,691	08/01...
6	/week16-pwa1/examples/products.js	basic	applic...	983	08/01...

PWA, Service Workers and Dynamic Caching

Using the Cached Files in a Static Way

- **[Static Caching]:** Using the Cached Files in a Static Way
- Now that the files are cached, we can **use the local files when starting the app** rather than retrieving them from the server
 - This is **faster** and also allow the app to **work offline**
- The ways to get this to work is to **'intercept'** any `fetch` request
 - When the front end sends any `fetch` request to get data from the server
 - The service worker will redirect the request to the cache and return the file there
- This is achieved by listening to the fetch event, we respond to the fetch event with a function that tries to find the resource in the cache and return the response if it is there.
- The `FetchEvent.respondWith` method intercepts all `fetch` request
- functions as a proxy server between the app and the network.

```
self.addEventListener('fetch', function (e) {  
  e.respondWith(  
    // check if the cache has the file  
    caches.match(e.request).then(function (r) {  
      console.log('[Service Worker] Fetching resource: ' + e.request.url);  
      // 'r' is the matching file if it exists in the cache  
      return r  
    })  
  );  
});
```



Problem when Just Enabling Static Caching

Problem when Just Enabling Static Caching:

- there are still a few errors if you **refresh the page**
- when refreshed, all the files are loaded from the cache
 - because **we intercept every fetch request**
- While **html and images are there**
 - **Third-party files are missing**
 - **Such as the Vue.js and css for FontAwesome**

Price: {{product.price}}

Available stock: {{product.availableInventory}}

All out! Only {{product.availableInventory - cartCount(product.id)}} left! Buy now!

★ ☆

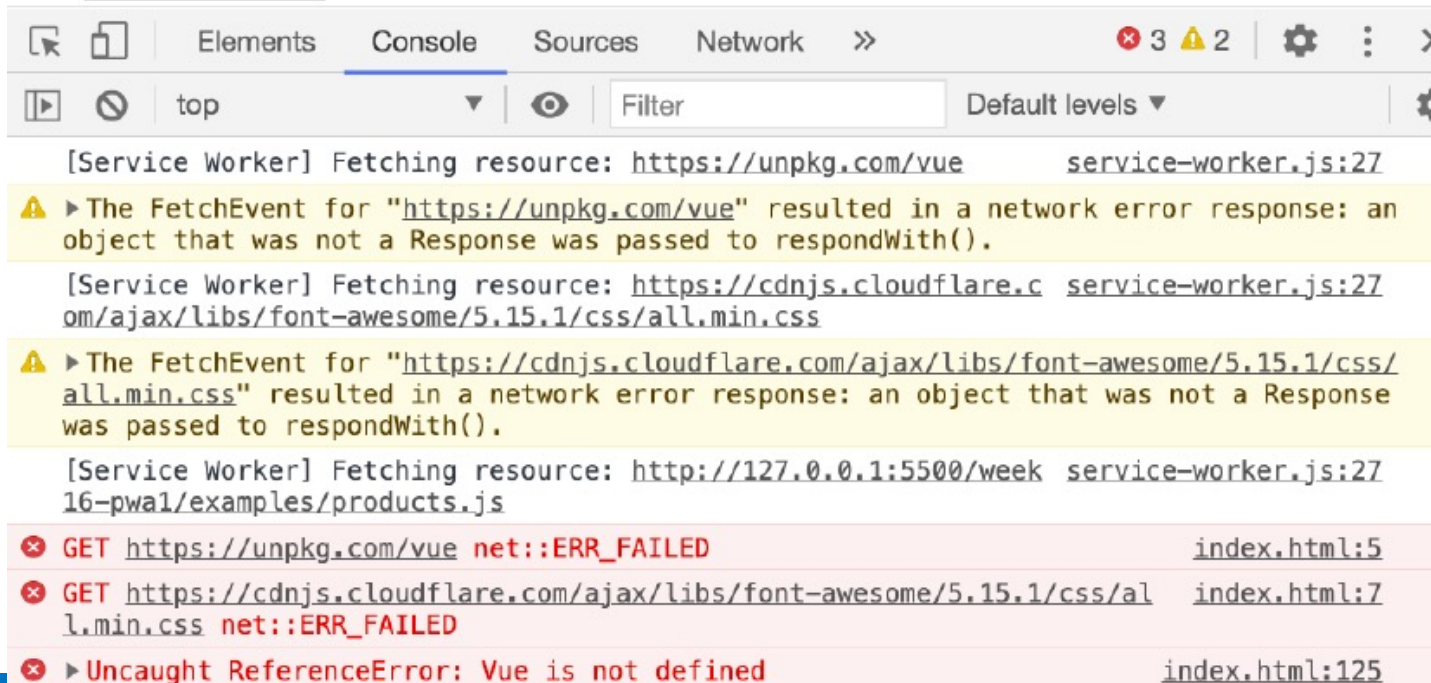
Checkout

First Name:

Last Name:

Address:

City:



Dynamic Caching: Caching New Files

```
self.addEventListener("fetch", function(e) {
  e.respondWith(
    caches.match(e.request).then(function (cachedFile) {
      //download the file if it is not in the cache
      if (cachedFile) {
        console.log("[Service Worker] Resource fetched from the cache for: " + e.request.url);
        return cachedFile;
      } else {
        return fetch(e.request).then(function (response) {
          return caches.open(cacheName).then(function (cache) {
            //add the new file to the cache
            cache.put(e.request, response.clone());

            console.log("[Service Worker] Resource fetched and saved in the cache for: " +
e.request.url);
            return response;
          });
        });
      }
    })
  );
});
```

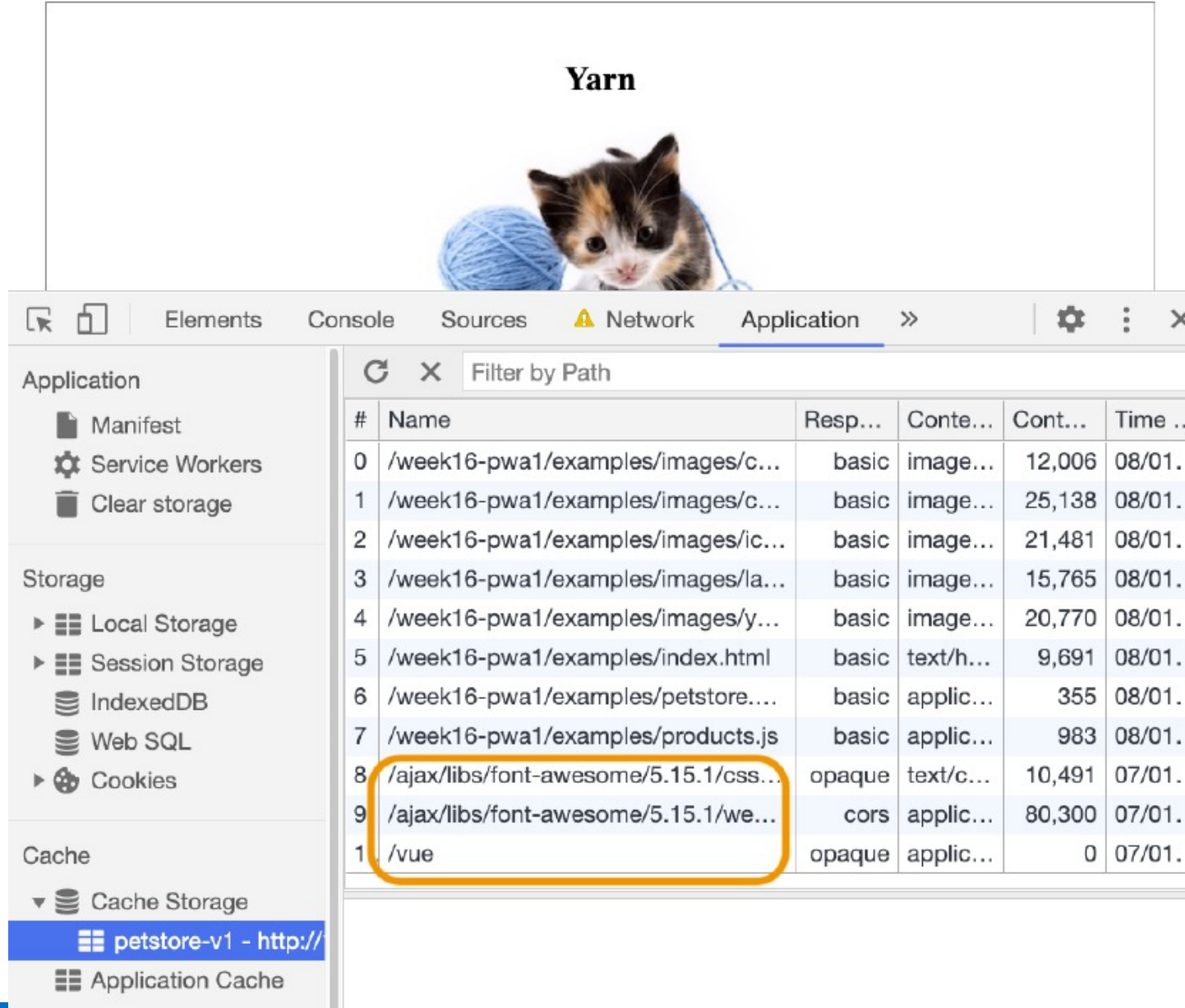
Dynamic Caching: Code Explained

Dynamic Caching: Caching New Files

- While it is possible to add all the missing files to the caching file list
- The alternative is to download missing files dynamically and add them to cache
- `fetch(e.request)` : if the file is not in the cache, we use another fetch request to download it,
- `caches.open(cacheName).then(...)` : then store the response in the cache so it will be available there next time it is requested.
- This allows us to respond to every single request with any response we want:
 - **The service worker have full control of the response (and can be potentially used for malicious purpose)**

Dynamic Caching: Result

- Now the missing files are added to the cache when the page reloaded:
 - the files for FontAwesome and Vue are now added to the cache

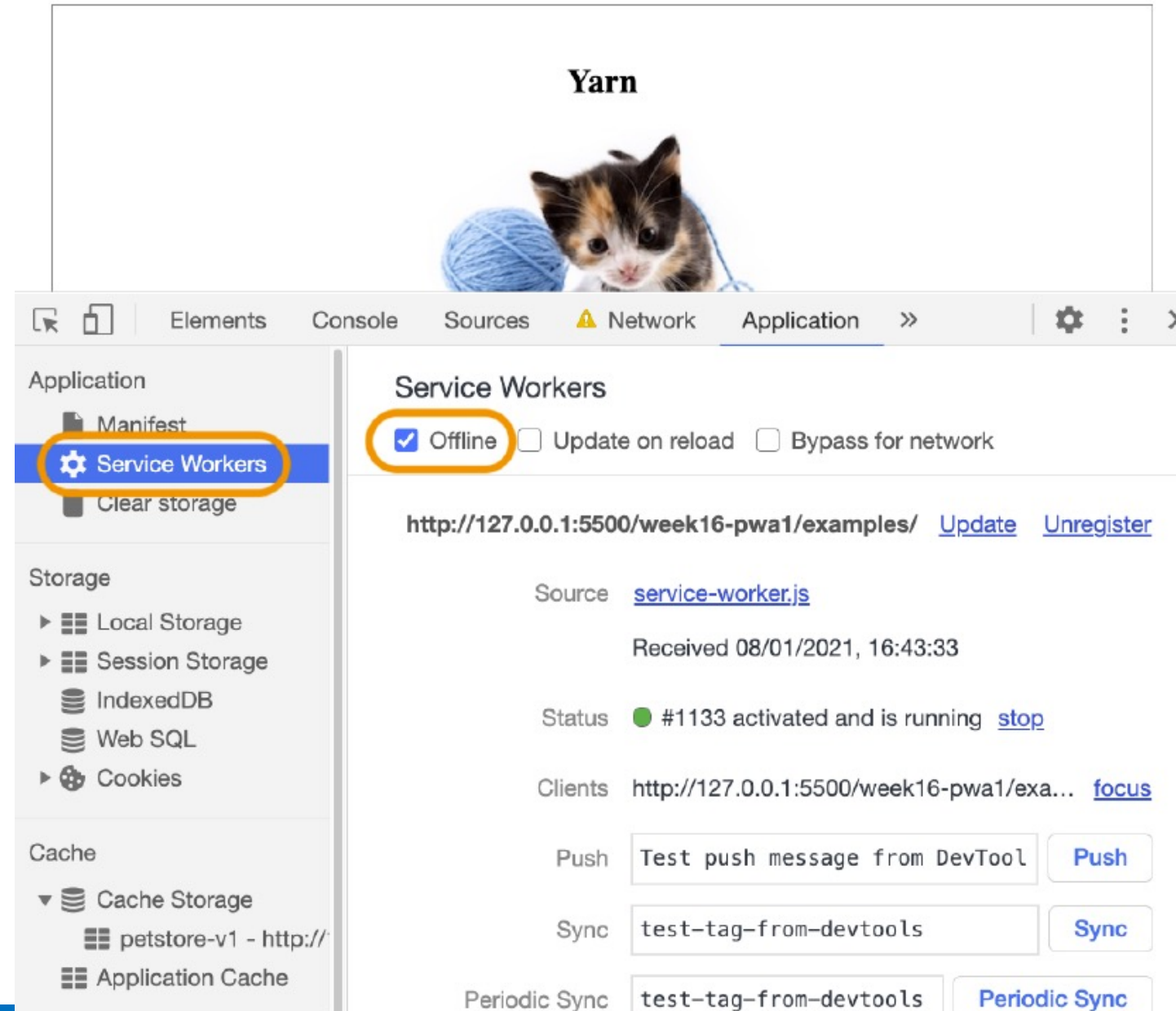


The screenshot shows a web browser displaying a kitten with a ball of yarn. Below the browser window, the Chrome DevTools Application tab is open, showing the cache storage for the application. The left sidebar lists various storage areas: Application (Manifest, Service Workers, Clear storage), Storage (Local Storage, Session Storage, IndexedDB, Web SQL, Cookies), and Cache (Cache Storage, petstore-v1 - http://, Application Cache). The right pane shows a table of cached resources, with the last three entries highlighted by an orange box:

#	Name	Resp...	Conte...	Cont...	Time ..
0	/week16-pwa1/examples/images/c...	basic	image...	12,006	08/01.
1	/week16-pwa1/examples/images/c...	basic	image...	25,138	08/01.
2	/week16-pwa1/examples/images/ic...	basic	image...	21,481	08/01.
3	/week16-pwa1/examples/images/la...	basic	image...	15,765	08/01.
4	/week16-pwa1/examples/images/y...	basic	image...	20,770	08/01.
5	/week16-pwa1/examples/index.html	basic	text/h...	9,691	08/01.
6	/week16-pwa1/examples/petstore....	basic	applic...	355	08/01.
7	/week16-pwa1/examples/products.js	basic	applic...	983	08/01.
8	/ajax/libs/font-awesome/5.15.1/css...	opaque	text/c...	10,491	07/01.
9	/ajax/libs/font-awesome/5.15.1/we...	cors	applic...	80,300	07/01.
10	/vue	opaque	applic...	0	07/01.

Testing the App Offline

- You can also test this in the 'Service Workers' pane with the 'Offline' Option:
 - this disconnects the network
 - and the app should still work fine after refresh



Installable PWA, Testing it Locally and as a Mobile App, and HTTPS

Requirements Met

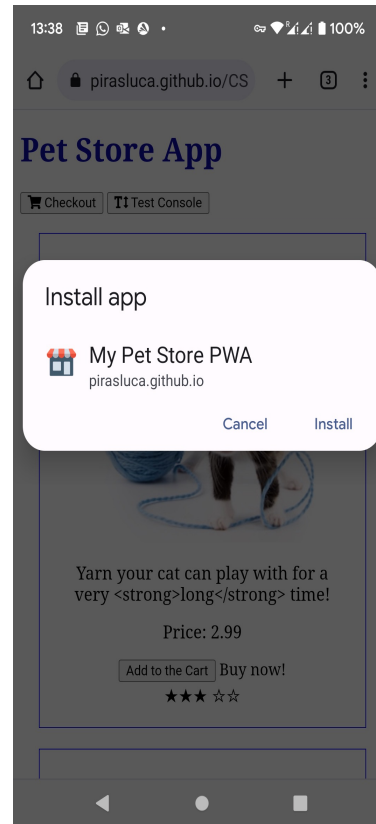
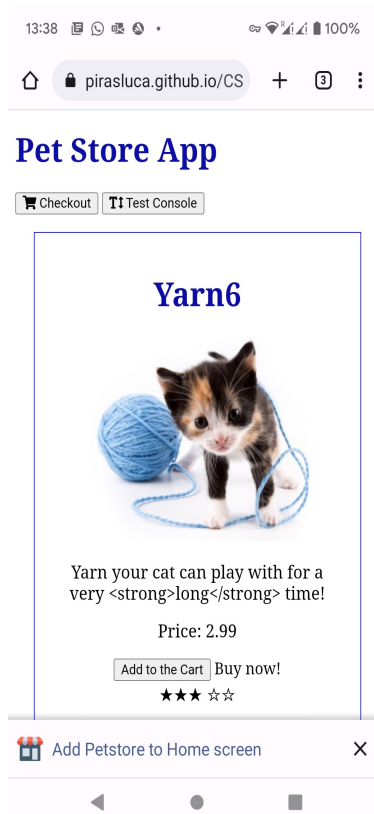
Now we met all the Requirements to our App an Installable PWA:

- ✓ • **[Web Manifest]** a web manifest file, with the correct fields
- ✓ • **[HTTPS]** the website needs to be on a **server with HTTPS connection**
 - we will use **GitHub Pages**, which provide HTTPS connection
- ✓ • **[App Icon]** an icon (image file) to represent the app on the device
- ✓ • **[Service Worker]** a registered service worker, to make the app work offline
 - requires some coding

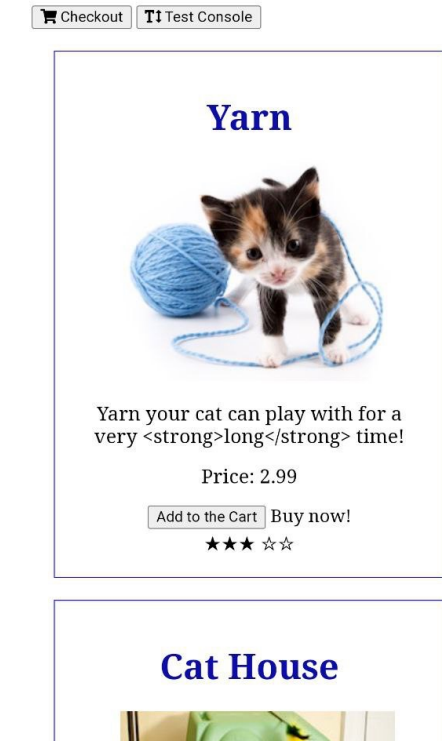
Our PWA App Available on Your Phone

Now you can install our PWA App on your phone:

- Open Chrome,
- Indicate your GitHub Pages Url
- Install the App
- Open it from the icon in the home screen



Pet Store App



Note, at the moment:

- Lesson.js is used for the app and it is not connected to AWS, because of issues with our Self-Signed Testing Certificate for HTTPS
- Later we will fix also this 😊

Suggestions for Reading

Reading

- MDN: Introduction to Progressive Web Apps: [link](#)

Questions?